

P I X A R

A N I M A T I O N S T U D I O S

Opening your door to Pixar

Pixar is known for having one of the best work environments in the industry. In fact, we are so confident that future employees will enjoy working here, we don't require them to sign contracts. We maintain the quality of our workplace by employing individuals who are technically and artistically talented, but just as important, we look for individuals who will bring a sense of pride, enthusiasm, and creativity to our team.

The following information is provided to help clarify some of the different career opportunities we have to offer. Please refer to our ever-growing web site at www.pixar.com for more detailed descriptions of currently available positions at Pixar.



First conceptual rendering from A Bug's Life, Pixar's second fully computer animated feature film. A Bug's Life is being produced entirely by Pixar Animation Studios and distributed by Walt Disney Pictures.

Character Animators

The level of contribution Pixar's animators have in a production is unlike any other studio. Each animator gets intimately involved in the development of their character or sequence. A rich creative environment is produced through a process of group dailies and direct interaction with the director and story team. As a result, every animator can claim responsibility for significant portions of their finished work.

What do we look for in our animators?

- **STORYTELLING:** This is of utmost importance to us.
- **Acting Ability:** Very important too.
- **Traditional Training:** Please see our Web Site for a list of recommended schools.
- **Computer Animation Experience:** Helpful, but not necessary. A person with good traditional animation skills can easily learn our animation software.
- **All-Around Art Background:** Life drawing, sculpting, painting, etc. are all helpful.

Technical Directors

Pixar has earned worldwide respect and recognition through our development of the most advanced computer animation and rendering software. Our Technical Directors are the talented souls that use these tools to create great imagery, as seen in *Toy Story*, by focusing on modeling, lighting, rendering, and shading of scenes.

What do we look for in Technical Directors? It's helpful to have all or some of the following:

- An extensive background in 3D computer graphics
- Experience in film production
- Talent in the areas of modeling, lighting and shading
- Experience on an SGI workstation using graphic packages (Alias, Wavefront, Softimage)
- A computer science, mathematics, or engineering education

Internships

Pixar offers an exciting intern program. Our internships are intended to give students valuable "hands on" experience and exposure to our unique production environment. While internships vary depending on particular departmental needs, we often have internships available in Animation, Technical Direction, Software Development, and Production. If interested, please see our web site for the list of currently available internships. Or, send a cover letter explaining your particular interest in Pixar and the type of internship you're applying for, resume and reel (if applicable), to the address listed below.

Where to find current job postings

To obtain a current listing of Pixar job openings visit our web site at www.pixar.com.

Submission of material

Résumés

Please include:

- Name, address, and phone number
- Position to which you are applying
- History of work experience
- Education (including independent courses)
- Relevant internships
- Hardware/software experience

Reels

Guidelines for submitting a reel:

- Reels should be on VHS, 3/4" or 1/2" or PAL (no Beta, CD-ROMs, or discs).
- The length should be limited to 5 minutes and consist of work that you're most proud of, starting with your most recent work.
- Please include a credit list explaining what you did on your reel and what software was used to achieve the effects.

Once your submission is received it will be reviewed by a panel of Pixar employees. This process usually takes 3-4 weeks so your patience is appreciated. Please understand we don't have the ability to acknowledge receipt of materials. Animators note: Please include all traditional work (life drawings, pencil tests, etc.) either on your reel or with your portfolio.



Please submit your materials to:

Pixar Animation Studios
Attn: Recruiting
1001 W. Cutting Blvd.
Richmond, CA 94804
Fax: (510) 236-0388
www.pixar.com